

# Acworth Youth Basketball League

## 2020- 2021 Manual



[www.acworthparksandrec.org](http://www.acworthparksandrec.org)

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# Acworth Youth Basketball

## League Mission

*“The purpose of the Acworth Youth Basketball League is to provide a recreational activity with the emphasis upon personal enjoyment, sportsmanship, and a positive learning experience.”*



## Note from the Coordinator

On behalf of myself and the Acworth Parks, Recreation and Community Resource Department, we would like to say THANK YOU for taking part in our Acworth Youth Basketball League. Without the help and support of parents and volunteers we would not be able to run a successful program that fosters the development of positive character traits through an encouraging, constructive and supportive learning environment.

Our participants are heavily influenced by the words and actions of the spectators, coaches, officials and administrators and without everyone's help we cannot preserve the integrity of the league. We strive to maintain a fun and safe recreational activity for everyone to enjoy! Our hope is for every participant to experience growth fundamentally and socially while also learning the importance of teamwork and hard work.

As always, I am very excited about the upcoming season and we welcome you not only into our league but also into our community. Our staff at the Acworth Parks, Recreation and Community Resource Department are always here to lend a helping hand even if it is not basketball related. We hope you are satisfied with what we have to offer through the Acworth Youth Basketball League and good luck with all your endeavors this season!

Sincerely Your League Coordinator,

Mychal Lewis

Recreation Coordinator

Acworth Parks, Recreation and Community Resource Department



# Policies and Procedures

## **I. Registration**

- A.** The number of participants that can be accepted by the Acworth Youth Basketball League is determined by the amount of gymnasium time allocated by the Acworth Community Center and Cobb County Schools as well as available coaches for that division.
- B.** All registration information will be maintained by the City of Acworth. The number of participants accepted in each division is determined in the following manner:
  - i.** A minimum of twenty-eight (28) participants is required for an age division to participate. Failure to achieve that number by close of registration will result in cancellation and a refund for that age division. Age divisions may be combined at the discretion of the Acworth Parks, Recreation & Community Resource Department.
  - ii.** Players who register after the maximum number of players for their age division has been met will be placed on a waiting list. The Acworth Parks and Recreation Department will be in charge of the waiting list. A signed registration form and payment in full is needed before a player can attend their first practice.
- C.** Refund Information: A full refund will be given to any player who requests to be removed from the Acworth Youth Basketball League before the registration deadline (minus a \$5.00 administration fee).

## **II. Eligibility**

- A.** The age control date for all age divisions will be September 1<sup>st</sup> of the current year.
- B.** All participants must have a birth certificate on file with the Acworth Parks, Recreation and Community Resource Department in order to participate in the Acworth Youth Basketball League.
- C.** The nine (9) age divisions for boys and girls are as follows:
  - i.** 5 & 6 Co-ed
  - ii.** 7 & 8 Boys
  - iii.** 9 & 10 Boys
  - iv.** 13 & 14 Boys
  - v.** 15- 18 Boys (must currently be enrolled in school)
  - vi.** 2<sup>nd</sup> & 3<sup>rd</sup> Grade Girls
  - vii.** 4<sup>th</sup> & 5<sup>th</sup> Grade Girls
  - viii.** 6<sup>th</sup>- 8<sup>th</sup> Grade Giels

- D.** A participant is allowed and limited to compete in only one age division.
- E.** All participants must play in their designated divisions based upon the age control date of September 1 (*The only exception is if an age group is full and there are openings in an upper group and is approved by the League Coordinator*).
- F.** A player will be placed on a waiting list when the league for that player's age group is full. A player will be granted a spot in the league based upon availability and will be placed on a team by the League Coordinator.
- G.** No player will be drafted if the league registration fee has not been paid in full prior to draft.
- Players who applied to the league for hardship or have agreed to a payment schedule worked out with the League Coordinator are exempt.
- H.** No participant will be permitted to participate in league play for the season following the close of registration, except as provided by Player Additions policy below:

### **Player Additions**

Additional players may not be added to any team once the regular season has begun. Exceptions include when a team is short of the maximum number of players after the draft, loses a player to injury, player relocation from the area, or disciplinary action by the parents (removal from the league) and only then with the prior approval of the League Coordinator. In the event a team has room and requests to add a potential participant, they must take names from the waiting list for their age division in the order. All additions will be up the discretion of the League Coordinator.

### **III. Skills Assessment**

#### **Skills Assessment Instructions**

1. When players arrive, parents need to verify all information listed on the check in sheet.
  - If they did not provide an email address, ask them if they have one. The League Coordinator will communicate with parents throughout the season via email.
2. Each player will be given a number which can be found beside their name.
  - Numbers should be placed on the front of each child.
3. As coaches arrive, they will receive their skills assessment sheets.
  - Confirm that they have completed & submitted their coach's application.
  - The coach's name should be written at the top of the page.
4. If a player shows up that is not on the list, continue with the following procedures:
  - Register the player.
  - Player has the option to attend assessments and pay later, IF assessments occur before the registration deadline.
  - Fill out the next line on the check in sheet

5. Please note that attending player assessments *does not* automatically guarantee a spot within the League.

#### **IV. Uniform and Equipment**

- A.** The city will provide one jersey and one pair of shorts that must be worn in *all* league play. The purchasing of socks and sneakers will be the responsibility of the player or guardian.
  - League issued uniforms must be worn at each game.
  - Note: Players are not permitted to modify their jersey or shorts in any way.
- B.** No jewelry (watches, rings, bracelets, chains, earrings, etc.) is permitted during league practice or league games. Hair clips or bands will be allowed if made of rubber or fabric.
- C.** Only those players and coaches with tennis shoes or basketball shoes will be permitted on the playing court.
- D.** The city will provide each coach with a minimum of one (1) basketball upon request of the coach. All basketballs provided to coaches must be returned upon completion of the season. The league will also provide the game day basketballs.
- E.** Game balls will be furnished prior to the start of each game and collected by the scorekeeper them at the conclusion of the day's play.
- F.** Game balls are NOT to be removed from the gymnasium except by a league staff.
  - League issued uniforms must be worn at each game. Players are not permitted to cut the sleeves out or modify the uniform in any way.

#### **V. Game Day Reminders**

- The HOME TEAM listed should wear their WHITE/LIGHTEST COLOR JERSEY
- The VISITING TEAM listed should wear their COLOR/DARKEST COLOR JERSEY
- The HOME TEAM shall always sit on the RIGHT SIDE BENCH (team facing the court)
- The VISITING TEAM shall always sit on the LEFT SIDE BENCH (team facing the court)
- The mandatory warm-up period prior to each game and during halftime shall be 3 minutes.
- Teams should always warm-up prior to the game on the goal opposite end as their bench area.
- Teams should always warm-up at half-time on the goal same end as their bench area.
- Player jerseys shall remain tucked at all times and shorts worn at the waist. The officials have the discretion to remove a player from the game until corrected (if needed).
- Coaches should wear the appropriate coaching shirt, pants and shoes.

- Only APPROVED coaches are allowed on the bench during games. A maximum of 2 per team. Only one coach is permitted to stand during game play.
- A reminder that the majority of the gyms are “WATER ONLY”. A list of these gyms is provided along in the gym address tab.
- Coaches are encouraged to introduce themselves to the officials prior to each game and be sure to review any questions for clarification as they pertain to the rules or game.
- Parents and Spectators shall use POSITIVE reinforcement for all coaches, officials and players!
- All balls should be held by players, coaches, and spectators to eliminate potential game interruption.
- At the conclusion of each game the teams competing are required to show sportsmanship and shake hands. It is strongly encouraged to simply say “good game” and give soft “high fives” so that nothing else can be interpreted the wrong way.
- Everyone is encouraged to remove any and all trash that is collected or left in bleachers or team bench areas at the conclusion of each game. Leave it cleaner than you found it is the best practice.
- Small children must be supervised at all times, particularly in the lobby areas and parking lots.
- Good Luck this season and thank you for your continued patronage!

## **VI. Final Standings**

- A.** The first team in each division (of the regular season) will receive regular season champion awards and top seed in post season tournament.
- B.** If there are two or more teams that share the same record, the league will defer to tie breaker(s).
  - The first tie breaker is head to head results.
  - The second tie breaker is team with least amount of points scored against (points allowed) for entire regular season.
  - If a tie still exists between teams, a coin toss will determine seed for post season tournament.



## **VII. Playing Rules**

- A.** All games shall be played in accordance with the league-modified Georgia High School Athletic Association rules unless otherwise stated in this manual.
- B.** Only the head coach will be permitted to question a referee's call. Only a possible rules mistake can be questioned (no judgment calls can be questioned). If a coach believes a mistake has been made, he/she may call a time out and question the referee. If the coach is correct, his team will not be charged with the time out. If the coach is incorrect then his team will be charged with the time out. If the team has no remaining time outs, the team will be charged with a technical foul (delay of the game).
- C.** Referees shall judge the degree or strictness of rules interpretation as requested by the city.
- D.** Each game will begin at the scheduled time unless the previous game overlaps. If this occurs, the game will begin five (5) minutes after the completion of the previous game.
- E.** The first scheduled team on game day will be given a ten (10) minute grace period.
- Game play will begin immediately if both teams have the required number of players.
  - After the ten (10) minute grace period, the team failing to place five (5) players on the court shall be listed as a forfeit.
- F.** All coaches are required to play every player at least one full, uninterrupted quarter in the 1<sup>st</sup> half and one full uninterrupted quarter in the 2<sup>nd</sup> half.
- The League Coordinator will decide and render disciplinary action on a coach failing to provide his/her players the mandatory minimum amount of time.
  - Playing time is up to the discretion of the coach if a player does not attend team practices.
  - In the event a player arrives to a game after completion of the first quarter has been completed, the coach has the prerogative to limit the playing time of that player for the remainder of that half.
- G.** In the event that a player acquires three or more personal fouls in his/her first quarter of uninterrupted game play, a coach may choose at their discretion to remove the player from the game.
- H.** In the event a player is disruptive or misses practices, the coach shall notify the parents/guardian of the child involved on the first offense.
- After the initial warning, (two or more offenses) the coach shall notify the League Coordinator. Upon the approval of the League Coordinator, the coach can limit the playing time of that player during the next scheduled game.
  - A written notice will be placed in the scorebook. Prior to the start of the game, both coaches will be notified of the player in question.
- I.** There will be a one (1) minute break between quarters and a five (5) minute break at half time. All teams will be given a 5-minute warm up period at the start of each game given that the teams arrive on time.

- J.** During a free throw, players are not allowed to move into the lane until the ball hits the goal. Moving prior to the ball making contact with the goal will result in a lane violation.
- K.** Each team will be given five (5) time outs per game: three (3) 60 seconds and two (2) 30 seconds.
- L.** The league will provide a scorekeeper and clock keeper for all age divisions.
- M.** Coaches must submit a roster sheet to the scorekeeper prior to scheduled game time. Failure to do so will result in a technical foul - delay of game.
- N.** Supervision of the game will be under the referee, city representative and/or the Recreation Coordinator.
- O.** All players must be in the uniform provided by the league to participate in league games.
- P.** OVERTIME RULE- only three minutes will allocated for play. If no winner has been declared, a second overtime with one minute sudden death (first team to score) will be the last resort to determine a winner. Each team will be given only one 30 second timeout per overtime quarter.
- Q.** MERCY RULE- If a team is winning by 30 or more points at the start of the third quarter for ANY grade, the officials will announce a running clock for the remainder of the game. At this point, the clock will *only* stop for injury and timeouts. Backcourt pressing is not allowed during this time by either team. If requested by the coach of the losing team, the score will be cleared from the scoreboard for the remainder of the game.
- Statistics and scores will continue to be manually recorded by a scorekeeper in the game book.
  - If the losing team comes back within 20 points of the winning team, the score will be placed back on the scoreboard
- R.** Only approved coaches are allowed on the team bench. (A maximum of 2 coaches) The head coach may stand in his designated side of the court while all benched players and the assistant coach must be seated

DIVISION	GOAL HEIGHT	BALL SIZE	FREE THROWS	LANE VIOLATION	DEFENSE/BACKCOURT PRESSURE	FULL COURT PRESSING	MERCY RULE	LENGTH OF GAME, TIME-OUTS & MISC. PROVISIONS
<b>5 &amp; 6 CO-ED</b>	8'	27.0	10' <ul style="list-style-type: none"> <li>Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>	10 seconds	<ul style="list-style-type: none"> <li>man-to-man only <ul style="list-style-type: none"> <li>switching is NOT permitted</li> </ul> </li> <li>no double teaming</li> <li>no trapping</li> <li>On transition defense, the defensive team must take a defensive position behind the three point line of the goal they are defending. <ul style="list-style-type: none"> <li>Once the offensive team has crossed half court, the defense will be allowed to come out of the three point line after a 10 second count by the official.</li> </ul> </li> </ul>	Not allowed at any time	None	<ul style="list-style-type: none"> <li>Four (4) 8-minute quarters.</li> <li>The offensive team MUST wait until the defensive team has taken up position behind the 3-point line prior to taking the ball past half court. <b>NO FAST BREAKS!</b></li> <li>Coaches will be permitted on the court to help instruct players during the game but they must remain outside the 3-point arc.</li> <li>No score will be kept.</li> <li>Clock is ONLY stopped for: <ul style="list-style-type: none"> <li>Time-outs</li> <li>On referee signal</li> </ul> </li> </ul>
<b>7 &amp; 8 BOYS</b>	9'	28.5	12' <ul style="list-style-type: none"> <li>Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>	5 seconds	<ul style="list-style-type: none"> <li>man-to-man defense allowed <ul style="list-style-type: none"> <li>switching is permitted</li> </ul> </li> <li>Zone defense allowed</li> <li>no double teaming</li> <li>no trapping</li> <li>Can only stop a fast break in the backcourt unless full court press is allowed.</li> </ul>	<ul style="list-style-type: none"> <li>Last two (2) minutes of the fourth quarter <ul style="list-style-type: none"> <li>If at any time during the last two minutes of the game, a team goes up by more than 10 points, no full court pressure will be allowed until such time as the score differential falls below 10 points.</li> <li>The first time a team is found in violation of the full court press rule during the game, it will be given a verbal warning by the referee.</li> <li>Each time after the first offense, the team in violation will be given a bench technical foul (delay of game) and the opposing team will be awarded two free throws and possession of the ball following the free throws.</li> </ul> </li> </ul>	10 points	<ul style="list-style-type: none"> <li>Four (4) 10-minute quarters</li> <li>Clock is ONLY stopped for: <ul style="list-style-type: none"> <li>Time-outs</li> <li>On referee signal</li> <li>During the last two (2) minutes of the fourth (4<sup>th</sup>) quarter unless a team is up by 10 or more points.</li> </ul> </li> <li>Fast breaks are allowed at any point during the game.</li> <li>In the event of a tie score at the end of four (4) quarters of play, there will be a three (3) minute overtime period. <ul style="list-style-type: none"> <li>Each team will receive one (1) 30 second timeout for the overtime period and the clock will stop for the last minute of play.</li> <li>If the score is still tied at the completion of the overtime period, there will be a one (1) minute break and a second overtime period of one (1) minute. During this one minute overtime period, the clock will run. Teams will not be given any additional time outs. This will continue until a winner is determined.</li> </ul> </li> </ul>
<b>9 &amp; 10 BOYS</b>	10'	28.5	13' <ul style="list-style-type: none"> <li>Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>	3 seconds	<ul style="list-style-type: none"> <li>Man-to-man defense allowed</li> <li>Zone defense allowed</li> </ul>	<ul style="list-style-type: none"> <li>Last two (2) minutes of the second and fourth quarters <ul style="list-style-type: none"> <li>If at any time during the last two minutes of the game, a team goes up by more than 15 points, no full court pressure will be allowed until such time as the score differential falls below 15 points.</li> <li>The first time a team is found in violation of the full court press rule during the game, it will be given a verbal warning by the referee.</li> <li>Each time after the first offense, the team in violation will be given a bench technical foul (delay of game) and the opposing team will be awarded two free throws and possession of the ball following the free throws.</li> </ul> </li> </ul>	15 points	<ul style="list-style-type: none"> <li>Four (4) 10-minute quarters</li> <li>Clock is ONLY stopped for: <ul style="list-style-type: none"> <li>Time-outs</li> <li>On referee signal</li> <li>During the last two (2) minutes of the fourth (4<sup>th</sup>) quarter unless a team is up by 15 or more points.</li> </ul> </li> <li>Fast breaks are allowed at any point during the game.</li> <li>In the event of a tie score at the end of four (4) quarters of play, there will be a three (3) minute overtime period. <ul style="list-style-type: none"> <li>Each team will receive one (1) 30 second timeout for the overtime period and the clock will stop for the last minute of play.</li> <li>If the score is still tied at the completion of the overtime period, there will be a one (1) minute break and second overtime period of one (1) minute. During this one minute overtime period, the clock will run. Teams will not be given any additional time outs. This will continue until a winner is determined.</li> </ul> </li> </ul>

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<b>11 &amp; 12 BOYS</b>	10'	29.5	15' <ul style="list-style-type: none"> <li>• Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>• Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>	3 seconds	<ul style="list-style-type: none"> <li>• Man-to-man defense allowed</li> <li>• Zone defense allowed</li> </ul>	<ul style="list-style-type: none"> <li>• Full court pressing is allowed except if there is a lead of 20 points or greater at any time during the game. <ul style="list-style-type: none"> <li>○ The first time a team is found in violation of the full court press rule during the game, it will be given a verbal warning by the referee.</li> <li>○ Each time after the first offense, the team in violation will be given a bench technical foul (delay of game) and the opposing team will be awarded two free throws and possession of the ball following the free throws.</li> </ul> </li> </ul>	20 points	<ul style="list-style-type: none"> <li>• Four (4) 10-minute quarters</li> <li>• Clock is ONLY stopped for: <ul style="list-style-type: none"> <li>○ Time-outs</li> <li>○ On referee signal</li> <li>○ During the last two (2) minutes of the fourth (4<sup>th</sup>) quarter unless a team is up by 20 or more points.</li> </ul> </li> <li>• Fast breaks are allowed at any point during the game.</li> <li>• In the event of a tie score at the end of four (4) quarters of play, there will be a three (3) minute overtime period. <ul style="list-style-type: none"> <li>○ Each team will receive one (1) 30 second timeout for the overtime period and the clock will stop for the last minute of play.</li> <li>○ If the score is still tied at the completion of the overtime period, there will be a one (1) minute break and a second overtime period of one (1) minute. During this one minute overtime period, the clock will run. Teams will not be given any additional time outs. This will continue until a winner is determined.</li> </ul> </li> </ul>
<b>13 &amp; 14 BOYS</b>	10'	29.5	15' <ul style="list-style-type: none"> <li>• Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>• Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>	3 seconds	<ul style="list-style-type: none"> <li>• Man-to-man defense allowed</li> <li>• Zone defense allowed</li> </ul>	<ul style="list-style-type: none"> <li>• Full court pressing is allowed except if there is a lead of 20 points or greater at any time during the game. <ul style="list-style-type: none"> <li>○ The first time a team is found in violation of the full court press rule during the game, it will be given a verbal warning by the referee.</li> <li>○ Each time after the first offense, the team in violation will be given a bench technical foul (delay of game) and the opposing team will be awarded two free throws and possession of the ball following the free throws.</li> </ul> </li> </ul>	20 points	<ul style="list-style-type: none"> <li>• Four (4) 10-minute quarters</li> <li>• Clock is ONLY stopped for: <ul style="list-style-type: none"> <li>○ Time-outs</li> <li>○ On referee signal</li> <li>○ During the last two (2) minutes of the fourth (4<sup>th</sup>) quarter unless a team is up by 20 or more points.</li> </ul> </li> <li>• In the event of a tie score at the end of four (4) quarters of play, there will be a three (3) minute overtime period. <ul style="list-style-type: none"> <li>○ Each team will receive one (1) 30 second timeout for the overtime period and the clock will stop for the last minute of play.</li> <li>○ If the score is still tied at the completion of the overtime period, there will be a one (1) minute break and a second overtime period of one (1) minute. During this one minute overtime period, the clock will run. Teams will not be given any additional time outs. This will continue until a winner is determined.</li> </ul> </li> </ul>

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<b>15- 18 BOYS</b>  <b>*Must be currently enrolled in school</b>	10'	29.5	15'  <ul style="list-style-type: none"> <li>• Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>• Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>	3 seconds	<ul style="list-style-type: none"> <li>• Man-to-man defense allowed</li> <li>• Zone defense allowed</li> </ul>	<ul style="list-style-type: none"> <li>• Full court pressing is allowed except if there is a lead of 20 points or greater at any time during the game.               <ul style="list-style-type: none"> <li>○ The first time a team is found in violation of the full court press rule during the game, it will be given a verbal warning by the referee.</li> <li>○ Each time after the first offense, the team in violation will be given a bench technical foul (delay of game) and the opposing team will be awarded two free throws and possession of the ball following the free throws.</li> </ul> </li> </ul>	20 points	<ul style="list-style-type: none"> <li>• Four (4) 10-minute quarters</li> <li>• Clock is ONLY stopped for:               <ul style="list-style-type: none"> <li>○ Time-outs</li> <li>○ On referee signal</li> <li>○ During the last two (2) minutes of the fourth (4<sup>th</sup>) quarter unless a team is up by 20 or more points.</li> </ul> </li> <li>• Fast breaks are allowed at any point during the game.</li> <li>• In the event of a tie score at the end of four (4) quarters of play, there will be a three (3) minute overtime period.               <ul style="list-style-type: none"> <li>○ Each team will receive one (1) 30 second timeout for the overtime period and the clock will stop for the last minute of play.</li> <li>○ If the score is still tied at the completion of the overtime period, there will be a one (1) minute break and a second overtime period of one (1) minute. During this one minute overtime period, the clock will run. Teams will not be given any additional time outs. This will continue until a winner is determined.</li> </ul> </li> </ul>
<b>2<sup>nd</sup> &amp; 3<sup>rd</sup> GRADE GIRLS</b>	9'	28.5	13'  <ul style="list-style-type: none"> <li>• Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>• Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>	5 seconds	<ul style="list-style-type: none"> <li>• Man-to-man defense allowed</li> <li>• Zone defense allowed</li> </ul>	<ul style="list-style-type: none"> <li>• Last two (2) minutes of the fourth quarter               <ul style="list-style-type: none"> <li>○ If at any time during the last two minutes of the game, a team goes up by more than 10 points, no full court pressure will be allowed until such time as the score differential falls below 10 points.</li> <li>○ The first time a team is found in violation of the full court press rule during the game, it will be given a verbal warning by the referee.</li> <li>○ Each time after the first offense, the team in violation will be given a bench technical foul (delay of game) and the opposing team will be awarded two free throws and possession of the ball following the free throws.</li> </ul> </li> </ul>	10 points	<ul style="list-style-type: none"> <li>• Four (4) 10-minute quarters</li> <li>• Clock is ONLY stopped for:               <ul style="list-style-type: none"> <li>○ Time-outs</li> <li>○ On referee signal</li> <li>○ During the last two (2) minutes of the fourth quarter unless a team is up by 10 or more points.</li> </ul> </li> <li>• Fast breaks are allowed at any point during the game.</li> <li>• In the event of a tie score at the end of four (4) quarters of play, there will be a three (3) minute overtime period.               <ul style="list-style-type: none"> <li>○ Each team will receive one (1) 30 second timeout for the overtime period and the clock will stop for the last minute of play.</li> <li>○ If the score is still tied at the completion of the overtime period, there will be a one (1) minute break and a second overtime period of one (1) minute. During this one minute overtime period, the clock will run. Teams will not be given any additional time outs. This will continue until a winner is determined.</li> </ul> </li> </ul>

DIVISION	GOAL HEIGHT	BALL SIZE	FREE THROWS	LANE VIOLATION	DEFENSE/BACKCOURT PRESSURE	FULL COURT PRESSING	MERCY RULE	LENGTH OF GAME, TIME-OUTS & MISC. PROVISIONS
4 <sup>th</sup> & 5 <sup>th</sup> GRADE GIRLS	10'	28.5	13' <ul style="list-style-type: none"> <li>• Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>• Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>	3 seconds	<ul style="list-style-type: none"> <li>• Man-to-man defense allowed</li> <li>• Zone defense allowed</li> </ul>	<ul style="list-style-type: none"> <li>• Last two (2) minutes of the second fourth quarter <ul style="list-style-type: none"> <li>○ If at any time during the last two minutes of the game, a team goes up by more than 15 points, no full court pressure will be allowed until such time as the score differential falls below 15 points.</li> <li>○ The first time a team is found in violation of the full court press rule during the game, it will be given a verbal warning by the referee.</li> <li>○ Each time after the first offense, the team in violation will be given a bench technical foul (delay of game) and the opposing team will be awarded two free throws and possession of the ball following the free throws.</li> </ul> </li> </ul>	15 points	<ul style="list-style-type: none"> <li>• Four (4) 10-minute quarters</li> <li>• Clock is ONLY stopped for: <ul style="list-style-type: none"> <li>○ Time-outs</li> <li>○ On referee signal</li> <li>○ During the last two (2) minutes of the fourth quarter unless a team is up by 15 or more points.</li> </ul> </li> <li>• Fast breaks are allowed at any point during the game.</li> <li>• In the event of a tie score at the end of four (4) quarters of play, there will be a three (3) minute overtime period. <ul style="list-style-type: none"> <li>○ Each team will receive one (1) 30 second timeout for the overtime period and the clock will stop for the last minute of play.</li> <li>○ If the score is still tied at the completion of the overtime period, there will be a one (1) minute break and a second overtime period of one (1) minute. During this one minute overtime period, the clock will run. Teams will not be given any additional time outs. This will continue until a winner is determined.</li> </ul> </li> </ul>
6 <sup>th</sup> - 8 <sup>th</sup> GRADE GIRLS  <i>*Rules are subject to change at the discretion of the league coordinator</i>	10'	28.5	15' <ul style="list-style-type: none"> <li>• Players in marked lane spaces may enter lane when ball is released by shooter</li> <li>• Free throw shooter cannot enter lane until the ball makes contact with the rim or backboard.</li> </ul>	3 seconds	<ul style="list-style-type: none"> <li>• Man-to-man defense allowed</li> <li>• Zone defense allowed</li> </ul>	<ul style="list-style-type: none"> <li>• Full court pressing is allowed during the last two (2) minutes of the second and fourth quarters except if there is a lead of 15 points or greater at any time during the game.. <ul style="list-style-type: none"> <li>○ The first time a team is found in violation of the full court press rule during the game, it will be given a verbal warning by the referee.</li> <li>○ Each time after the first offense, the team in violation will be given a bench technical foul (delay of game) and the opposing team will be awarded two free throws and possession of the ball following the free throws.</li> </ul> </li> </ul>	15 points	<ul style="list-style-type: none"> <li>• Four (4) 10-minute quarters</li> <li>• Clock is ONLY stopped for: <ul style="list-style-type: none"> <li>○ Time-outs</li> <li>○ On referee signal</li> <li>○ During the last two (2) minutes of the fourth quarter unless a team is up by 15 or more points.</li> </ul> </li> <li>• In the event of a tie score at the end of four (4) quarters of play, there will be a three (3) minute overtime period. <ul style="list-style-type: none"> <li>○ Each team will receive one (1) 30 second timeout for the overtime period and the clock will stop for the last minute of play.</li> <li>○ If the score is still tied at the completion of the overtime period, there will be a one (1) minute break and a second overtime period of one (1) minute. During this one minute overtime period, the clock will run. Teams will not be given any additional time outs. This will continue until a winner is determined.</li> </ul> </li> </ul>

## **VIII. Conduct**

- A.** No person other than scheduled teams, coaches, referees, school or league officials are allowed on gymnasium floors during practices or games.
- Coaches and league officials reserve the right to ask unauthorized personnel to vacate the floor.
- B.** No rowdy behavior, profane language, alcoholic beverages, weapons, drugs, tobacco, intoxication, or display of unsportsmanlike conduct will be tolerated in this league, from the players, coaches, parents or visitors.
- Violation of any of the previous rules could potentially result in expulsion from the basketball league.
- C.** Only team members, the head coach and one assistant coach will be allowed on the bench.
- D.** All spectators are required to sit on the opposite side of the court from the team benches at Acworth Community Center, McCall Primary, Barber Middle School and Awtrey Middle School.
- E.** During practice, if a player uses physical aggression towards another player, coach, etc. or is disruptive during practice, it will be reported to the League Coordinator following the incident(s).
- i.** The first offense will result in a warning.
  - ii.** The second offense will result in suspension from the next practice or regular season, whichever comes first.
  - iii.** The third offense will result in expulsion from the league.
- F.** All flagrant fouls (discretion of referee) and behavior related technical fouls on the players and/or coaches will be reported to the League Coordinator within 48 hours by league staff following the game.
- The first offense will result in a warning.
  - The second offense will result in suspension from the next regular season game and will not be allowed to attend game at any capacity.
  - The third offense will result in expulsion from the league.
- G.** Any player or coach ejected from the game for any type of unsportsmanlike conduct will sit out the next scheduled regular or post season game.
- H.** If a player or coach is ejected from a second game during the same season he/she is suspended from the league for the remainder of the season.
- I.** A fan that is disruptive to the flow of the game (e.g. game must stop because of actions of individual), threatens anyone (e.g. referee/coach/player/league official or other fan) verbally or physically, will be asked to leave school grounds either by the referee, league official, city authority, or local law enforcement. That fan will not be privileged with access to any league functions for the rest of the season

- J.** Any player or coach threatening a referee physically or verbally will be ejected from the game and must leave the school grounds immediately. The player or coach will meet with the League Coordinator for a hearing. The League Coordinator reserves the right to remove that individual from the league after the first offense. No refund will be provided to the player.
- K.** If a player or parent has a grievance against a coach, they must submit their grievance in writing via email or mail to the League Coordinator. Please allow 72 hours for the League Coordinator or department staff to respond.

## **IX. Facility Addresses**

Acworth Community Center  
4361 Cherokee St  
Acworth, GA 30101

McCall Primary School  
4222 Cantrell Rd NW  
Acworth, GA 30101

Barber Middle School  
4496 Dixie Ave  
Acworth, GA 30101

Awtrey Middle School  
3400 Old 41 Hwy NW  
Kennesaw, GA 30144

## **X. Inclement Weather**

When Cobb County schools are closed for inclement weather, all county school facility use is canceled until school resumes. If schools are canceled on Friday, all facility use that weekend will be canceled regardless if conditions improve. In the event of inclement weather, please check in to one of the following:

Media Sources for school closing info:

### Television:

- WSB-TV (Ch. 2)
- WAGA-TV (Ch. 5)
- WXIA-TV (Ch. 11)
- WGCL-TV (Ch. 46)



Radio:

- WGST (640 AM)
- WSB (750 AM)
- WAZX (1550 AM)
- STAR 94 (94.1 FM)
- WFOX (97.1 FM)
- WKHX (101.5 FM)
- WYAY (106.7 FM)

Please visit [www.acworthbasketball.com](http://www.acworthbasketball.com) or call (770) 917-1234 to confirm any cancellations.

## **XI. F.A.Q.**

### **How do I register?**

Registration will only be taken online at [www.acworthbasketball.com](http://www.acworthbasketball.com), or in person at the Acworth Parks, Recreation and Community Resource Department.

### **Can I register my child at assessments or just show up there and then register after?**

Players have the option to attend assessments and pay later, if assessments occur before the registration deadline. However, attending assessments DOES NOT guarantee a spot in the league for late registration.

### **What if I need to change uniform sizes?**

If you need to change in the sizing of a player's uniform, changes will be made at no charge if requested before the registration deadline.

### **When will game schedules be published?**

Game schedules should be published by the weekend prior to the first games of the season.

### **When I have a concern or problem, who do I contact?**

In order to establish a good chain of command and use our resources wisely we would encourage you to first contact your local Gym Director (local volunteer) or Gym Supervisor (game day staff). However, do not hesitate to contact the Acworth Parks, Recreation, and Community Resource athletic staff with any concerns or problems that you may have.

### **Can you prorate the registration fee for families with multiple kids?**

No, our budget is already very lean with our projected revenues and expenses for the league.

**How can I receive financial assistance in order to register my child?**

Assistance is available on a first come, first serve basis and is available to City of Acworth residents only. Please call 770-917-1234 for more information.

**Can my child play up an age division?**

No. By this rule we have found that it keeps our divisions fair and beneficial for all participants.

**Do you offer a league for kindergarteners?**

No, but all enrolled kindergarten players that register to play will be placed in the 5/6 coed division which does not keep score as it emphasizes having fun and teaching basic fundamentals in preparation for future competitive play.

**How many recreational players and teams will there be?**

That is entirely up to you! We will not turn anyone away during regular registration dates (see Calendar of Events). We are prepared to facilitate as many players as needed. During late registration we will only be able to fill the remaining spots to balance out teams as best as possible so don't delay in registering on time.

**Is there a mandatory playing time rule?**

Yes, see our Playing Rules within the manual for a specific explanation.

**Will there be a Christmas Tournament?**

No, we strongly encourage you to use this time and spend with your family and friends because when the league starts back in January we will hit the ground running!

**Will there be a Post Season Tournament at the end of the regular season?**

Yes, all teams go into the post season tournament.

**When will my team practice?**

Practice days/ times during the preseason could be on any day of the week. We are very limited on gym space so we take what we can get. Generally speaking in the preseason teams will get one weekday practice. When the games start, the teams will get one weekday practice and games are played on Saturdays. Practice times are assigned based on the head coaches requests and gym availability. All of this is subject to change based on gym availability.

**When is my child's assessment time?**

All assessments are to be held between the designated dates listed on the Calendar of Events.

**How do I sign up to be a head coach or assistant coach?**

Visit the Athletics Page on the Acworth Parks, Recreation and Community Resources page ([www.acworthparksandrec.org](http://www.acworthparksandrec.org)) and click/fill out the portion of the coach's application. Every volunteer (head coach and assistant coach) must complete and pass a criminal background check.

**Will we play games or practice during school breaks throughout the season?**

No, there will not be any scheduled games or practices permitted during any school breaks. We operate off of the Cobb County School calendar.

**Still have more questions?**

Please email Mychal Lewis at [mlewis@acworth.org](mailto:mlewis@acworth.org) and put FAQ in the subject box. She will be more than glad to answer your questions and add it to the FAQ if it pertains to the league as a whole.

# Volunteer Coaches

**\*All coaches are required to complete a criminal background check & must adhere to the Acworth Basketball Coaching Expectations and Responsibilities\***

I understand that my responsibilities as a volunteer coach are of great importance and that my actions have the potential to significantly influence the young athletes I coach. Therefore, I promise to uphold the following expectations of the athletes and integrity of the league.

All participants shall:

- Participate at an age appropriate level corresponding with each child's maturity and ability.
- Have an informed and fair coach.
- Play as a child and with the expectations of a child.
- Participate in safe and healthy environments.
- Have proper preparation for participation in the games and practices.
- Have an equal opportunity to strive for success.
- Have fun playing basketball.

I also promise to conduct myself in accordance with the Parent Code of Conduct and following expectations outlined here:

- I will treat each athlete, opposing coach, official, parent and the League Coordinator with respect and dignity.
- I will be a role model for the players by displaying and teaching: good sportsmanship, appropriate, conflict resolution, and effective communication.
- I will hold my players responsible for cleaning up after themselves.
- I will do my best to promote the fundamental skills, teaching, evaluation techniques, and strategies to help my team mature as basketball players.
- I will become thoroughly familiar with the rules of the league and my division.

Consequences of misconduct:

- Technical fouls and/or ejections due to coach's misconduct may result in game suspensions or removal from league indefinitely.
- Accumulation of three (3) technical fouls due to coach's misconduct is an automatic disqualification from coaching for the remainder of regular and post season play.
- The League Coordinator and/or City of Acworth staff has the authority to issue necessary disciplinary action related to coach's misconduct or inappropriate representation of the league.

# Parents

**City of Acworth  
Parks, Recreation, & Community Resource Department  
Parent Code of Conduct**

1. I will help the coach aid my child by making certain he/she is on time and properly equipped for all practices and games.
- 2. I will support the team, division, and league, as they strive to give my child a positive experience. I understand that my child's coach has volunteered to spend countless hours of their personal time with my child.**
3. I will abide by the following rules at all Cobb County School Systems facilities:
  - No food, drinks (including water), or gum are allowed in the gymnasium areas.
  - No roller shoes of any kind are allowed in the gymnasium areas.
  - No weapons of any kind are allowed on school premises.
  - Alcohol and tobacco products are not permitted on school premises.
  - Violence of any type will not be tolerated on school premises.
  - Always remember, we are guests in their facilities; their supervisors are in charge at all times.
- 4. I will respect the officials and coaches, including their authority during games. I will never question, discuss or confront the officials and/or coaches during or after a game. If I want to talk to the coaches, I will do so at practice.**
5. I will refrain from coaching my child or other players during games and practices, unless I am an official coach of the team. I understand that the Acworth Parks, Recreation, and Community Resource Department is currently accepting coach's applications for the next season.
- 6. I will encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, practice, and other youth sporting events.**
7. I will remember the game is for fun; winning should never be placed ahead of the emotional and physical well-being of any child. I expect my child and his/her coach to do the best they can, and that is all I can expect.
- 8. I will cheer for my child's team in a positive manner; refrain from being negative toward the opposing team, the officials, coaches or recreation personnel.**
9. I will support all coaches and officials working with my child in order to encourage a positive and enjoyable experience for all.
- 10. I will remember that the game is for its participants; not the adults.**
11. I will remain in the spectator area during game play and practices as well as cooperate with all recreation personnel.
- 12. I understand no profanity or any inappropriate language will be tolerated under any circumstance before, during or after an Acworth Youth Basketball League event and that if I choose to use profanity during these times, I will be removed from the gymnasium.**

# Participants

- A.** In the event a player is disruptive at practices or misses practices, the coach shall, notify the parents/guardian of the child involved on the first offense.
  - After the initial warning, (second or more offenses) the coach shall notify the Recreation Coordinator. Upon the approval of the Recreation Coordinator, the coach may limit the playing time of that player during the next game.
- B.** A written notice will be placed in the scorebook. Prior to the start of the game, both coaches will be notified of the player in question.
- C.** In the event a player arrives to a game after the first quarter has been completed, the coach has the prerogative to limit the playing time of that player for the remainder of that half.
- D.** There will be a one (1) minute break between quarters and a three (3) minute break at half time. All teams will be given 5 minutes to warm up at the start of the game.
- E.** Each team will be given five (5) time outs per game three (3) full, 60 seconds and two (2) 30 seconds.
- F.** In the event that a player acquires three (3) or more personal fouls in his/her first quarter of uninterrupted game play, a coach may choose at their discretion to remove the player from the game.

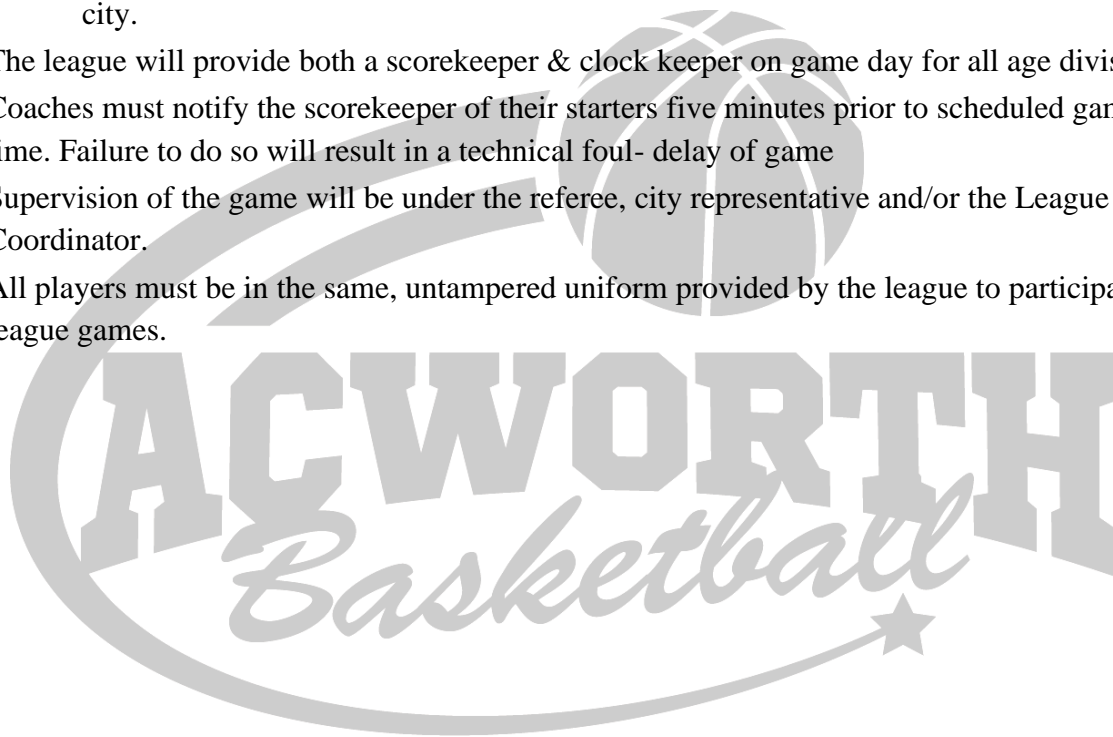
## Calendar of Events

<b>8/31</b>	<b>Registration Opens- City of Acworth Residents</b>
<b>9/07</b>	<b>Registration Opens- Non City of Acworth Residents</b>
<b>10/09</b>	<b>Registration Ends</b>
<b>10/17- 10/18</b>	<b>Basketball Assessments</b>
<b>10/28-10/29</b>	<b>Coaches Draft</b>
<b>11/9</b>	<b>Practice Begins</b>
<b>11/23-11/27</b>	<b>Thanksgiving Week *NO PRACTICE</b>
<b>12/5</b>	<b>Season Opener, Game Day</b>
<b>12/12</b>	<b>Game Day</b>
<b>12/19</b>	<b>Game Day</b>
<b>12/21-1/5</b>	<b>Christmas Break *NO GAMES OR PRACTICE</b>
<b>1/4</b>	<b>Practices Resume</b>
<b>1/9</b>	<b>Game Day</b>
<b>1/16</b>	<b>Game Day</b>
<b>1/19- 1/22</b>	<b>Game Day *Weeknight Games, no practices this week</b>
<b>1/23</b>	<b>Game Day</b>
<b>1/30</b>	<b>Game Day</b>
<b>2/1- 2/5</b>	<b>Tournament, weeknight games</b>
<b>2/6</b>	<b>Championship Day</b>

# **Administrators and Officials:**

## **Expectations and Responsibilities**

- A.** Only the head coach will be permitted to question a referee's call. Only a possible rules mistake can be questioned (no judgment calls can be questioned). If a coach believes a mistake has been made he/she shall then call a time out and question the referee. If the coach is correct his team will not be charged with the time out. If the coach is not correct then his team will be charged with the time out. If the team has no remaining time outs, the team will be charged with a technical foul (delay of the game).
  - Referees shall judge the degree or strictness of rules interpretation as requested by the city.
- B.** The league will provide both a scorekeeper & clock keeper on game day for all age divisions.
- C.** Coaches must notify the scorekeeper of their starters five minutes prior to scheduled game time. Failure to do so will result in a technical foul- delay of game
- D.** Supervision of the game will be under the referee, city representative and/or the League Coordinator.
- E.** All players must be in the same, untampered uniform provided by the league to participate in league games.



# **Acworth Parks, Recreation & Community** **Resource Department**

Mychal Lewis

City of Acworth, Recreation Coordinator

4361 Cherokee Street

Acworth, GA 30101

(Website) [www.acworthbasketball.com](http://www.acworthbasketball.com)

(Email) [mlewis@acworth.org](mailto:mlewis@acworth.org)

(Office) 770-917-1234